Warhammer 40,000 2nd edition box contents (v1.1 - 20/01/2011)

2nd Edition Warhammer 40,000 is an excellent set of rules that is still used in a largely unchanged form in Games Workshop's current edition of Necromunda. Obtaining the rules for 2nd Edition 40k is relatively easy but it is much harder to obtain all the wargear and vehicle data cards that came in the boxed game and its supplements.

Here is a **list of the contents of the 2nd Edition boxed game** to help collectors complete their set of gaming material.

Miniatures:
20 Orks (bolt pistol and axe),
40 Gretchin (autogun),
1 cardboard Ork dreadnought and stand,
2 Space Marine Sergeants (bolt pistol and chainsword),
2 Space Marines with flamers,
2 Space Marines with rocket launchers,
14 Space Marines with bolters,

Game rules and background:
Warhammer 40,000 Rulebook,
Warhammer 40,000 Wargear (*weapons and wargear rules*),
Warhammer 40,000 Codex Imperialis (*background for game factions plus rules for different units/ characters*),
Warhammer 40,000 Codex army lists,
Warhammer 40,000 Battle for Armageddon scenarios (*scenarios that make use of boxed game miniatures*),
Warhammer 40,000 How to paint your models,
How to play Warhammer 40,000 (*a 'getting started' run through of the rules*),
Warhammer 40,000 Rules summery card,
Warhammer 40,000 Weapons summery card,

Vehicle Datafaxes:
1 Space Marine Rhino,
1 Space Marine Dreadnought,
1 Space Marine Predator,
1 Space Marine Land Raider,
1 Space Ork Dreadnought,
1 Space Ork Battlewagon,

Wargear Cards:
1 Bionic Eye,
1 Combi-weapon,
1 Conversion Field,
1 Displacer Field,
1 Firepike,
2 Haywire Grenades,
1 Refractor Field,
1 Scanner,
2 Vortex Grenades,
1 Web Of Skulls,

Mission Cards (*one of each pair is green and the other is blue*)**:**
2 'Engage and Destroy' mission cards,
2 'The Assassins' mission cards,
2 'Dawn Raid' mission cards,
2 'Take and Hold' mission cards,

Play aids:
20 cardboard ruins,
3 squad references cards (1 Space Marine, 1 Ork, 1 Gretchin)
Victory point record chart,
1 vehicle turning template,
1 Thudgun template (*made of four connected 1" blast templates*),
1 blast template – 1"
1 blast template – 1.5"
1 blast template – 2"
1 blast template – 3"
2 vortex templates – 1.5"
1 hand flamer template,
1 flamer template,
1 heavy flamer template,

Counters (*N.B. box contains more counters than listed in rulebook contents list*)**:**
12 wound counters (4x 1 wound, 4x 2 wound, 4x 3 wound),
1 turn counter,
2 Imperial Aquila counters,
2 Ork glyph counters,
9 recharge/ broken double sided counters,
2 out of control counters,
6 hidden/ detected double sided counters,
6 run counters,
12 speed counters (4x slow speed, 4x combat speed, 4x fast speed),
6 flamed counters,
12 jam/ overwatch double sided counters),